IDW®

#1 • REG CVR

HARTNELL
TOLIBAO
FAJARDO

# Danger

PANOSIAN

## THE CHASE!

written by **Andy Hartnell**

Art by **Harvey Tolibao**

Colors by **Romulo Fajardo**

Letters by **Neil Uyetake**

Edited by **Scott Dunbier**

***The story so far...***

*Former relic-hunter-for-hire Abbey Chase was persuaded to join a super-secret intelligence organization by the legendary spy known only as Deuce. Now, together with fellow agents Sydney Savage, Sonya Savage, and tech wiz Valerie (and, occasionally, Johnny Barracuda), she and her compatriots defend the world from all manner of rogue enemy factions as... DANGER GIRL!*

***Danger Girl created by J. Scott Campbell & Andy Hartnell.***


IDW founded by Ted Adams, Alex Garner, Kris Oprisko, and Robbie Robbins

IDW®

Ted Adams, CEO & Publisher
Greg Goldstein, President & COO
Robbie Robbins, EVP/Sr. Graphic Artist
Chris Ryall, Chief Creative Officer/Editor-in-Chief
Matthew Ruzicka, CPA, Chief Financial Officer
Alan Payne, VP of Sales
Dirk Wood, VP of Marketing
Lorelei Bunjes, VP of Digital Services

Become our fan on Facebook **facebook.com/idwpublishing**
Follow us on Twitter **@idwpublishing**
Check us out on YouTube **youtube.com/idwpublishing**
**www.IDWPUBLISHING.com**



DANGER GIRL: THE CHASE #1. SEPTEMBER 2013. FIRST PRINTING. Danger Girl is © 2013 J. Scott Campbell. All Rights Reserved. © 2013 Idea and Design Works, LLC. IDW Publishing, a division of Idea and Design Works, LLC. Editorial offices: 5080 Santa Fe Street, San Diego CA 92109. Any similarities to persons living or dead are purely coincidental. With the exception of artwork used for review purposes, none of the contents of this publication may be reprinted without the permission of Idea and Design Works, LLC. Printed in USA.
IDW Publishing does not read or accept unsolicited submissions of ideas, stories, or artwork.

SHANGHAI, CHINA.

POPULATION: 23.2 MILLION.

DEADLIEST THREAT TO POPULACE...

...ACTIVATED.

I'M ON THE TARGET.

HEROINE: ABBEY CHASE.

CURRENT ASSIGNMENT: LOCATE ENEMY AGENT.

CROWD SITUATION?

THICK. AND SHE'S DIVING RIGHT IN.

SHE'S HEADING FOR THE PARADE, ABBEY.

REASON?

THE BIGGER THE CROWD, THE BETTER THE SMOKESCREEN.

HEROINE: VALERIE EVANS.

CURRENT ASSIGNMENT: FIELD AGENT LIAISON.

YOU CAN BET THAT'S WHERE SHE MAKES *THE EXCHANGE.*

SYDNEY? PHOTO OP?

I'M ON IT, VAL.

ZOOM LENS EF-S

58mm

CLIK CLIK CLIK CLIK

TATTOO, SUNGLASSES... NINJA SWORD?

HEROINE: SYDNEY SAVAGE.

CURRENT ASSIGNMENT: RECONNAISSANCE.

THAT'S HER.

SHE'S FITTING RIGHT IN WITH THE FESTIVITIES, SYDNEY. NO ONE WILL EVER THINK TWICE OF THAT SWORD.

EOS

DG

SHE'S ARMED WITH MORE THAN A SWORD, GUYS...

HEROINE: SONYA SAVAGE.
CURRENT ASSIGNMENT: SHARPSHOOTER.

SONYA? HAVE YOU SPOTTED A NEW THREAT? WHAT ARE WE UP AGAINST?

SUIT-AND-TIE HITSQUAD—SAME GOONS SHE USED IN BEIJING.

LOOKS LIKE THEY'RE MOVING IN ON SYDNEY'S POSITION.

JUST SAY THE WORD, DEUCE...

THE DANGER YACHT.

MAINTAIN YOUR COVER, SONYA.

HOLD YOUR FIRE. CONTINUE THE SURVEILLANCE OPERATION.

WE DON'T MOVE IN UNTIL AFTER THE EXCHANGE.

HERO: DEUCE.

CURRENT ASSIGNMENT: MISSION STRATEGIST.

OUR OBJECTIVE IS TO RETRIEVE THE CASE.

COPY THAT, DEUCE.

BUT YOU STILL HAVEN'T TOLD US—

—WHAT'S IN THE CASE?

YOU HEAR THAT, ABBEY?

HEAR WHAT? HE DIDN'T ANSWER.

EXACTLY. I'VE BEEN ASKING WHAT'S IN THAT CASE ALL DAY LONG. DEUCE ISN'T SHARING THAT INTEL WITH ANY OF US.

AND WE'RE SUPPOSED TO JUST GRAB THE THING? HOW HEAVY IS IT? CAN IT BE DROPPED? SUBMERGED IN WATER? WHAT ABOUT—

THE BRIEFCASE MUST NOT BE DAMAGED, ABBEY. THE RESULTS COULD BE... CATASTROPHIC.

CATASTROPHIC HOW?

THAT INFORMATION WOULD ONLY SERVE AS A DISTRACTION. KEEP YOUR EYES ON THE TARGET.

MY EYES ARE ON THE...

...TARGET?! ANYONE SEE THE TARGET?!

WASN'T THAT YOUR JOB, ABBEY?

I LOST HER!

SONYA? YOU STILL ON THE ROOF?

YOU'RE IN MY SIGHTS, ABBEY. *NO SIGN OF HER FROM UP HERE.*

WELL... *SOMEONE* BETTER FIND HER! *THIS IS WHERE IT ALL GOES DOWN!*

*THE EXCHANGE?* YOU THINK IT'S HAPPENING *NOW?*

IT'S *ALREADY HAPPENED*, ABBEY. *I'VE FOUND HER.*

*TARGET HAS THE CASE!*

I DON'T SEE HER, SONYA!

WHICH WAY DID SHE GO?!

I LOST MY VISUAL, ABBEY. MOVING TO ANOTHER LOCATION.

SYDNEY? ANYTHING BY YOU?

SHE'S NOT HERE, BUT I'VE GOT HER *HITSQUAD* ON MY ASS.

VAL?

DEPLOYING THE DRONE.

ZZZZMM

WE HAVE A DRONE?

MAIDEN FLIGHT! COMING THROUGH!

ZZZMM

WHOA! IS THAT THE BEST YOU CAN FLY THAT THING?!

USE YOUR MAP TO FOLLOW ME, ABBEY. I'LL FIND OUR TARGET, PUT A MARK ON HER LOCATION.

COPY THAT, VAL.

哎呀!

ZZZMM

我的上帝!

MY BAD! SORRY, DUDE!

HEY... I THINK I'VE GOT SOMETHING HERE!

TARGET FOUND!

ON MY WAY, VAL! KEEP HER ON THE MAP!

SHE'S SPOTTED ME! YOU BETTER HURRY, ABBEY!

ZZZZMM

ALMOST THERE. CAN YOU SLOW HER DOWN SOMEHOW?

I'M GOING IN FOR THE HEADBUTT! *RAMMING SPEED!*

SWAK

HEY—WHAT THE HECK HAPPENED?!

DID I GET HER?!

I GOT HER!

ABBEY? DID YOU FIND HER?

DRAGON LADY IS DOWN!

AND SHE'S—

SN AKK

—OW!—

—SHE'S GOT A SUPER FREAKY DRAGON EYE!

I KNOW WHO YOU ARE, ABBEY.

I'VE BEEN FOLLOWING YOU FOR *YEARS*.

BIG FAN, HUH?

YOU WANT AN AUTOGRAPH? MAYBE A QUICK PHOTO TO SHARE WITH YOUR EVIL FRIENDS?

I KNOW ABOUT ***DANGER GIRL***. I KNOW WHAT YOU'VE DONE WITH THEM. AND I COULD ***KILL YOU FOR IT.***

OR, I COULD MAKE IT ***WORSE***. BY LETTING YOU ***LIVE***, JUST LONG ENOUGH FOR YOU TO SEE WHAT I DO...

***...WITH THIS.***

WHAT'S IN THE CASE?

IS IT AN EXPLOSIVE? CHEMICAL AGENT? SOME KIND OF VIRUS?

YOU'LL KNOW SOON ENOUGH.

LIKE NOW?!

THWAK!

YOU'RE COVERED, ABBEY!

NOW CHECK OUT WHAT'S HAPPENING WITH THE CASE!

IS THE CASE... IS IT... FLOATING?

WHY IS IT... HOW IS IT DOING THAT?

YOU HAVE NO IDEA WHAT YOU'RE DEALING WITH, ABBEY.

NO IDEA AT ALL.

I KNOW *EXACTLY* WHAT I'M DEALING WITH—

—A CRAZY, SWORD-WIELDING *BITCH* WHO'S USING SOME KIND OF *GRAVITY WEAPON!*

*GRAVITY WEAPON?* IF ONLY IT WERE THAT SIMPLE...

WHO CARES WHAT THE DAMN THING IS, ABBEY!

*SHUT IT DOWN!*

*SHUT IT DOWN!*

NO! DON'T YOU DARE FIRE ON THAT CASE AGAIN!

THERE'S NO TELLING WHAT COULD HAPPEN!

KAPOW

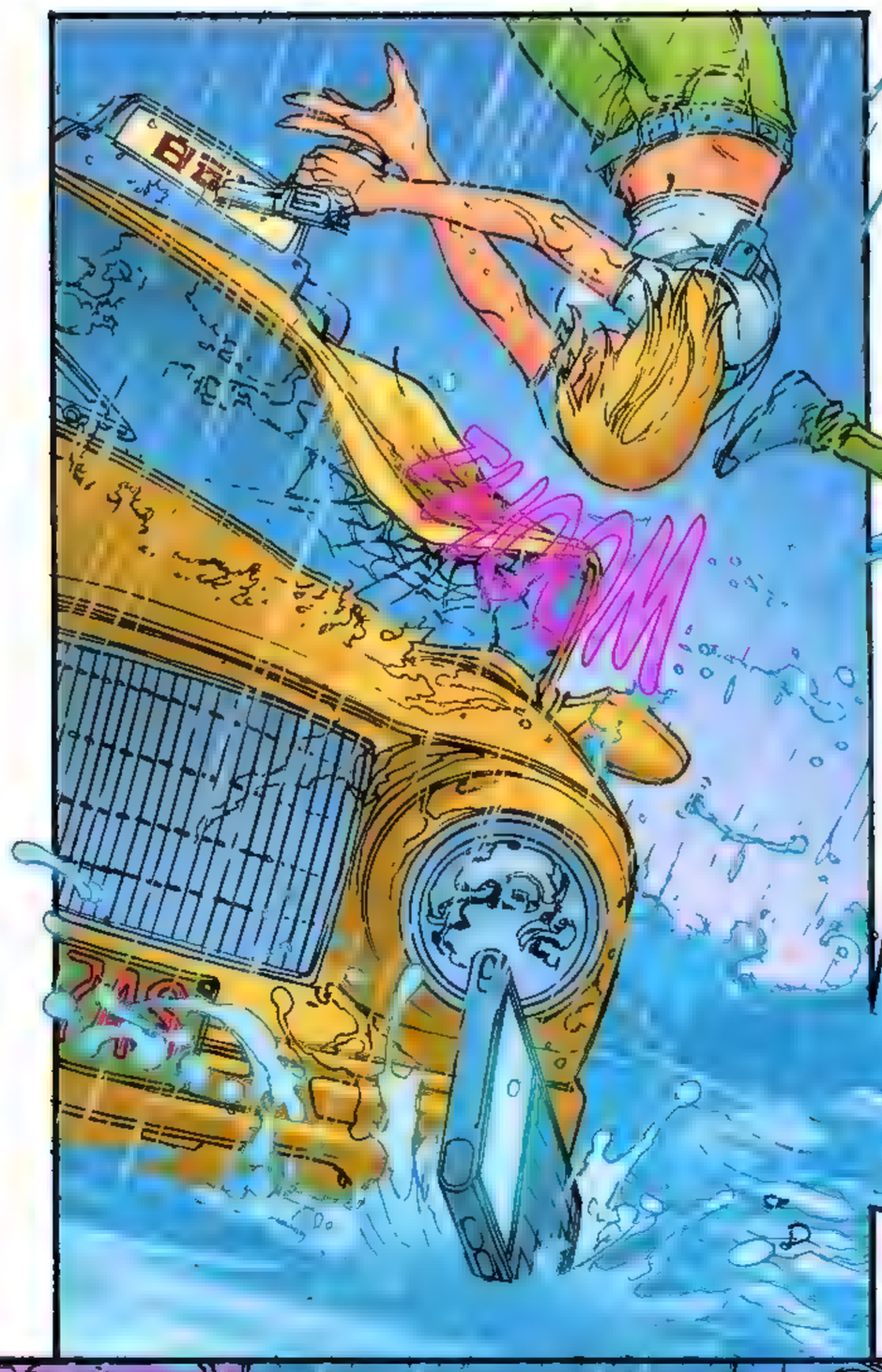
KAPOW

KAPOW

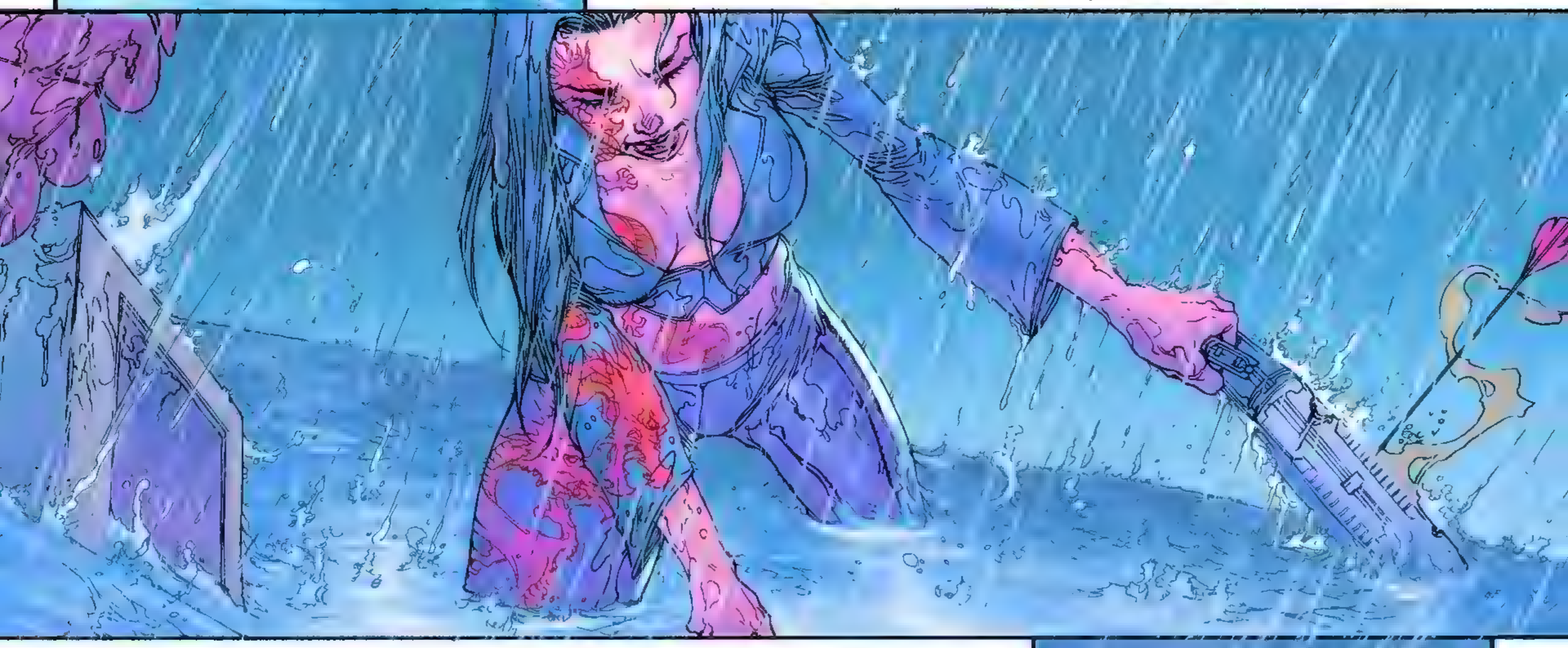
CHAKK

CHOK

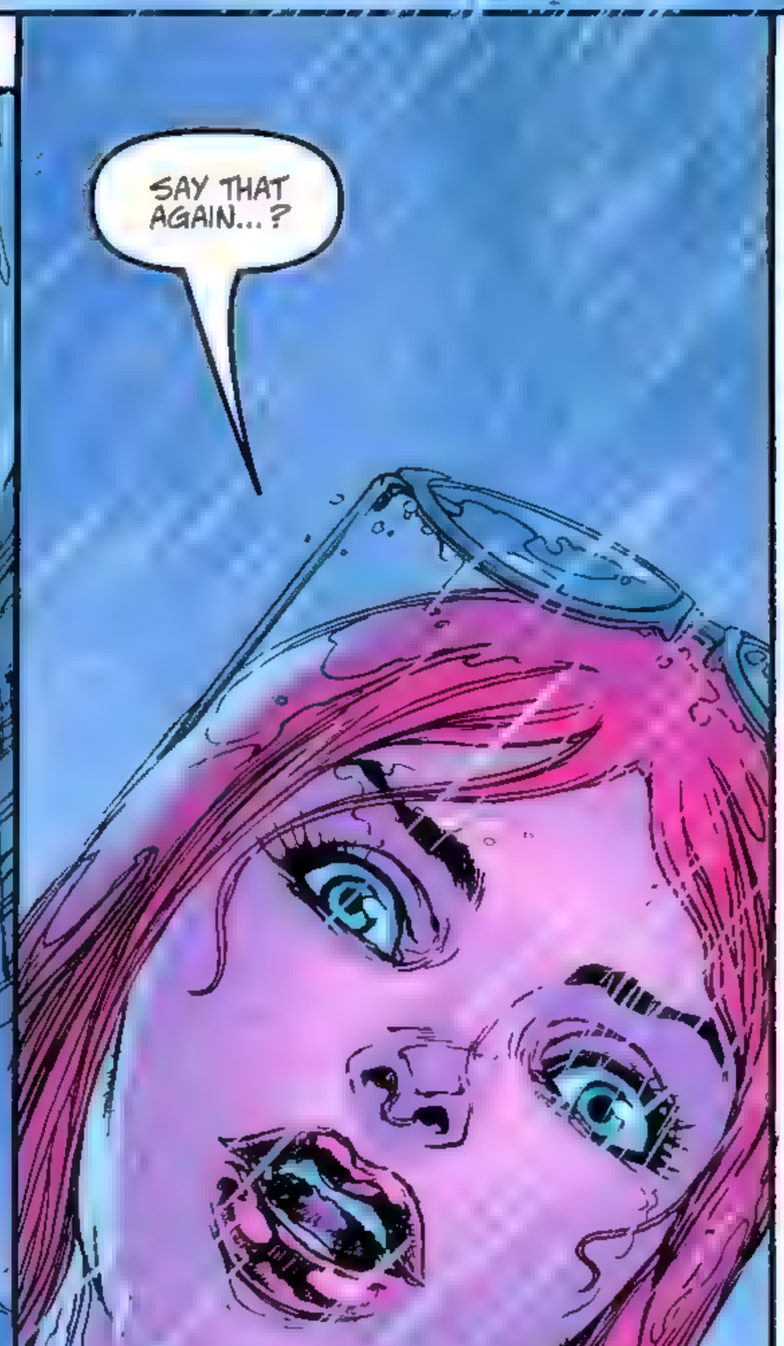
CHAKK


BLAM

SPLASH



I FINALLY LOST THAT HITSQUAD, ABBEY. THANKS IN PART TO THIS STORM.
IT'S CRAZY, RIGHT? IT'S LIKE THIS RAIN CAME OUT OF NOWHERE!
IT CAME FROM THE BRIEFCASE, SYDNEY!


SAY THAT AGAIN...?

I KNOW— IT SOUNDS CRAZY—BUT I SAW HOW IT HAPPENED.

I SHOT THE BRIEFCASE. EVERYTHING WENT CRAZY. THEN SHE GOT UP AND RAN OFF WITH THE DAMN THING!

WHERE'S VALERIE?

I'M HERE! I'M OKAY, SYDNEY!

BUT ALL MY EQUIPMENT GOT FRIED! I DON'T KNOW HOW WE'RE GONNA FIND THE CASE!

THAT ARROW, VALERIE—THE ONE I SHOT IN THE CASE!

THAT ARROWHEAD HAS A TRACKING DEVICE.

WE CAN FIND HER!

YOU'RE DAMN RIGHT WE'LL FIND HER!

AND I DON'T CARE HOW FAR WE HAVE TO *CHASE* HER!

—BECAUSE I WANNA KNOW—

WE *NEED* TO KNOW—

—WHAT THE HELL IS IN THAT CASE?!

TO BE CONTINUED!

• HARTNELL • TOLIBAO • FAJARDO •

NEXT MONTH ISSUE 2

# Ranger

## THE CHASE

PANOSIAN

IDW®

#2 • CVR A

HARTNELL
TOLIBAO

# Ranger

THE CHASE

PANOSIAN

written by **Andy Hartnell**

Art by **Harvey Tolibao**

Colors by **Romulo Fajardo**

Letters by **Neil Uyetake**

Edited by **Scott Dunbier**

***The story so far...***

*On assignment in Shanghai, the Danger Girls are tracking a deadly covert operative with a mysterious briefcase. Under orders from Deuce–who steadfastly refuses to divulge the contents to his team–Abbey, Sydney and Sonya attempt to retrieve the case without damaging it... but things don't go exactly according to plan!*

***Danger Girl created by J. Scott Campbell & Andy Hartnell.***


IDW founded by Ted Adams, Alex Garner, Kris Oprisko, and Robbie Robbins

IDW

Ted Adams, CEO & Publisher
Greg Goldstein, President & COO
Robbie Robbins, EVP/Sr. Graphic Artist
Chris Ryall, Chief Creative Officer/Editor-in-Chief
Matthew Ruzicka, CPA, Chief Financial Officer
Alan Payne, VP of Sales
Dirk Wood, VP of Marketing
Lorelei Bunjes, VP of Digital Services

Become our fan on Facebook **facebook.com/idwpublishing**
Follow us on Twitter **@idwpublishing**
Check us out on YouTube **youtube.com/idwpublishing**
**www.IDWPUBLISHING.com**



DANGER GIRL: THE CHASE #2, OCTOBER 2013. FIRST PRINTING. Danger Girl is © 2013 J. Scott Campbell. All Rights Reserved. © 2013 Idea and Design Works, LLC. IDW Publishing, a division of Idea and Design Works, LLC. Editorial offices: 5080 Santa Fe Street, San Diego CA 92109. Any similarities to persons living or dead are purely coincidental. With the exception of artwork used for review purposes, none of the contents of this publication may be reprinted without the permission of Idea and Design Works, LLC. Printed in Korea.
IDW Publishing does not read or accept unsolicited submissions of ideas, stories, or artwork.

SHANGHAI.

THE STORM.

IT CAME WITHOUT WARNING, ABBEY.

THE LOCAL MEDIA IS CALLING IT A *MICROBURST SUPERCELL*. THEY'RE SAYING IT'S A *FREAK OCCURRENCE*.

I BELIEVE IT'S SOMETHING ELSE.

AND I *KNOW* IT'S SOMETHING ELSE, DEUCE.

THIS CRAZY STORM... IT SOMEHOW CAME OUT OF THAT *BRIEFCASE!*

THAT'S IMPOSSIBLE, ABBEY. UNLESS...

...WAS THE BRIEFCASE DAMAGED?

YES!

HOW?

I SHOT THE *DAMN THING!* THEN IT WENT HAYWIRE AND CREATED THIS STORM!

IF THE CASE HAS BEGUN TO *DESTABILIZE*... IF IT SOMEHOW *RELEASES* WHAT IT WAS DESIGNED TO *CONTAIN*...

...THEN WE CAN EXPECT SOMETHING FAR WORSE THAN ANY STORM.

BEIJING

TAIWAN

HAINAN DAO

GREAT. SO WE NEED TO FIND THIS FREAKY BRIEFCASE AND SOMEHOW NEUTRALIZE IT BEFORE EVERYONE DIES. ANYTHING ELSE I SHOULD KNOW?

UNFORTUNATELY, THERE IS.

IT'S ABOUT THE WOMAN WHO STOLE THE BRIEFCASE, ABBEY. IT'S ABOUT HER CONNECTION TO OUR TEAM.

WHO IS SHE?

HER NAME IS *ANASTASIA KILBOURNE.*

SHE'S A MERCENARY... A MASTER OF EDGED WEAPONS... AND I'M SURE YOU NOTICED SOMETHING FAMILIAR ABOUT HER *FIGHTING STYLE.*

I THINK I KNOW WHERE YOU'RE GOING WITH THIS, DEUCE... AND I'M *REALLY* HOPING I'M WRONG ABOUT IT...

THEY WERE *CLOSE*, ABBEY. THEY *TRAINED TOGETHER FOR YEARS.*

AND NOW, ANASTASIA IS OUT FOR *REVENGE.*

SHE'S BLAMING *YOU* FOR THE DEATH OF—

"—NATALIA KASSLE.

"SHE DIDN'T HAVE TO DIE, DEUCE.

"NATALIA COULD HAVE BEEN SAVED, EVEN *AFTER* SHE *BETRAYED OUR TEAM.*"

"SHE WAS AN *AGENT OF THE HAMMER*, ABBEY. SHE TRIED TO *KILL YOU.*"

"BUT I STILL TRIED TO HELP HER, DEUCE—I WAS SURE WE COULD BRING HER BACK TO *OUR SIDE.*

"AND IT WAS IN OUR FINAL MOMENT TOGETHER WHEN I SAW A *CHANGE IN HER EYE*...

"AS IF SHE HAD FINALLY WOKEN UP...

"BUT THEN...

"...*SHE FELL.*"

"YOU DID EVERYTHING YOU COULD TO SAVE HER, ABBEY."

BUT NOW THAT SHE'S GONE, WE NEED TO FOCUS ON THE MISSION AT HAND.

*THE BRIEFCASE.*

I CAN FIND IT, DEUCE. I KNOW EXACTLY WHERE IT IS.

*WHERE?*

*THE EYE OF THE STORM.*

ARE YOU SURE YOU HIT IT, SONYA?

I NEVER MISS, VALERIE. I FIRED A *TRACKING ARROW* STRAIGHT INTO THAT BRIEFCASE.

WELL, I'M NOT GETTING A SIGNAL HERE. THINK IT'S THE STORM?

COULD BE USER ERROR.

OR MAYBE IT'S YOUR BIG CRAZY BOOBS IN MY WAY! HOW ABOUT WE RESPECT MY PERSONAL SPACE, SYDNEY!

THIS IS *NOT* ABOUT PERSONAL SPACE, VALERIE. IT'S ABOUT TRACKING DOWN A *TATTOOED NINJA ASSASSIN.*

WITH A FRICKIN' *DOOMSDAY BRIEFCASE!*

SO CAN YOU *PLEASE* PLAY NICE BACK THERE? AND MAYBE *FIND HER?*

THINK I JUST DID, SONYA...

...OR, DID NOT. SORRY. THIS CAN'T BE RIGHT...

WHAT CAN'T BE RIGHT? DID YOU FIND HER?

THOUGHT SO, BUT THIS CAN'T BE RIGHT.

THE TRACKING SIGNAL IS SAYING—

SHNG

—SHE'S RIGHT ON TOP OF US!

VAL? IS IT HER?

SYDNEY?!

FWMM

YOU. DRIVE.

AND YOU. FIX THIS.

FIX IT? I DON'T EVEN KNOW WHAT IT IS!

THIS BRIEFCASE IS A *CONTAINMENT DEVICE*. THE DAMAGE INFLICTED BY YOUR FRIENDS IS MAKING IT LOSE CONTAINMENT.

MAY I ASK WHAT'S *INSIDE* THE CASE?

FIX IT OR WE DIE!

A SIMPLE "NO" WOULD HAVE BEEN COOL.

I'M COMING YOUR WAY, SYDNEY.

DID SHE HAVE THE BRIEFCASE WITH HER?

SHE HAD A *DEATHGRIP* ON THAT THING, ABBEY. I COULDN'T EVEN *TRY* TO WRESTLE IT AWAY.

DO YOU REALLY THINK IT'S WHAT'S CAUSING THIS CRAZY—

—STORM?

WHAT HAPPENED TO THE STORM? IT JUST TOTALLY VANISHED!

SAME BY ME, SYDNEY. IT'S ALL CLEAR NOW.

BUT... *HOW?*

OKAY... THAT SHOULD HOLD IT STEADY.

FOR NOW.

"FOR NOW"?

THERE'S NOTHING ELSE I CAN DO. NOT WITHOUT THE RIGHT TOOLS.

NOT WITHOUT KNOWING WHAT'S *INSIDE* THAT CRAZY BRIEFCASE.

HOW MUCH TIME DO WE HAVE?

IF WE'RE LUCKY? *12 HOURS* BEFORE THAT THING HAS A *TOTAL MELTDOWN.*

...YOU WON'T BE.

I THINK SHE WILL!

DON'T WORRY...

AND I DO *NOT* WANNA BE AROUND FOR THAT.

SONYA?! WHAT ARE YOU DOING?!

WHAT DOES IT LOOK LIKE? I'M KICKING HER ASS!

WHO'S DRIVING THE VAN?!

BAM

BUT IF YOU'RE BACK HERE—

斐生瑞

跑! 跑!

走開!

KRAK OOM

KRASH

VALERIE? YOU STILL THERE?

I'M HERE! I'M DRIVING! AND THEY'RE *STILL FIGHTING*, SYDNEY!

JUST HANG TIGHT, VAL—WE'RE ON OUR WAY.

WITH COMPANY.

*COMPANY?* IS IT EVEN *MORE* TROUBLE?

SOMEONE CALLED THE COPS.

THE *POLICE* ARE CHASING YOU?!

DON'T WORRY ABOUT IT, VAL. JUST TRY TO HELP MY *SISTER* GET THROUGH THAT *FIGHT*.

IT'S OKAY, SYDNEY—I THINK SHE'S *WINNING*.

KRAK

NOT WINNING!

HURRY!

WE'RE ALMOST THERE, VAL!

SHE'S GOT THE CASE, SYDNEY!

SHE'S GETTING AWAY!

IN WHAT?

NEVER MIND.

THE DANGER YACHT.

YOU'VE GOT IMPECCABLE TIMING, VERONICA. ALWAYS SHOWING UP DURING A CRISIS.

AND THAT *CRISIS* IS WHY WE'RE HERE, DEUCE. OUR ANALYSTS HAVE BEEN MONITORING THE MISSION. THEY'VE DETECTED *TWO*...

...*EVENTS*.

THOSE EVENTS HAVE BEEN *CONTAINED*. THE BRIEFCASE IS *SECURE*.

IN WHOSE HANDS? CERTAINLY NOT THE DANGER GIRLS.'

SHANGHAI POLICE HAVE BECOME INVOLVED. THEY'RE A HINDRANCE. *THEY'RE IN DANGER.*

THEY'VE BEEN INSTRUCTED TO PURSUE THE TARGET UNTIL OUR CONTAINMENT TEAM ARRIVES.

*CONTAINMENT TEAM?* MY GIRLS ARE HANDLING THIS MISSION.

NOT ANYMORE.

MY TEAM HAS ALREADY BEEN DEPLOYED. YOU CAN'T DO THIS WHILE I HAVE AGENTS IN THE FIELD.

I *CAN* DO THIS, DEUCE. AND I *AM*.

YOUR TEAM WAS TASKED WITH RETRIEVING THE BRIEFCASE. THEY PROVED THEMSELVES ***NOT UP TO THE TASK*** WHEN THE FIRST EVENT OCCURRED.

***CIVILIAN INJURIES*** HAVE BEEN REPORTED. IN THE HUNDREDS.

AND MY GIRLS ARE PREVENTING ***CASUALTIES. IN THE MILLIONS.***

"ABBEY AND SYDNEY HAVE ALREADY LOCATED THE TARGET. THEY'RE TAKING CONTROL OF THE SITUATION."

"THEY ARE? WITH A ***HIT SQUAD CHASING THEM DOWN?***

"YOUR GIRLS ARE OUTGUNNED, DEUCE. ***PULL THEM OUT.***"

"YOU'RE RIGHT ABOUT ONE THING, VERONICA—THERE'S MORE AT RISK HERE THAN MOST COULD EVER IMAGINE.

"BUT I'M MAKING YOU A PROMISE, I'M GIVING YOU MY ***WORD***..."

"...NO MATTER HOW OUTRAGEOUS THE ODDS, THE *DANGER GIRLS* WILL PUT AN *END TO THIS.*"

KSSSH

KRUNK

VROOOM

KRAAK

不起!
走开

MOOOVE!

VROOOM

KAPOW
KAPOW

CHNNG

SPNNG

KRCCK

KRACK

BOOM

CLANG

CLANG

SERIOUSLY?! YOU HAVE GOT TO BE—

ABBEY! LOOK OUT!

TO BE CONTINUED!

• HARTNELL • TOLIBAO • FAJARDO •

IDW®

#3 • REG CVR

HARTNELL
TOLIBAO
FAJARDO

# Danger Girl™

## THE CHASE

PANOSIAN

written by **Andy Hartnell**

Art by **Harvey Tolibao**

Colors by **Romulo Fajardo**

Letters by **Neil Uyetake**

Edited by **Scott Dunbier**

***The story so far...***

*In the Far East, the Danger Girls are playing a life-and-death game of hot potato with an enigmatic briefcase with mysterious... abilities. Deuce knows the case's secrets but he isn't spilling. In the meantime, the girl with the creepy dragon tattoo on her face is out for revenge against Abbey in a big way, whom she blames for the death of her mentor–Natalia Kassle!*

***Danger Girl created by J. Scott Campbell & Andy Hartnell.***


IDW founded by Ted Adams, Alex Garner, Kris Oprisko, and Robbie Robbins

IDW

Ted Adams, CEO & Publisher
Greg Goldstein, President & COO
Robbie Robbins, EVP/Sr. Graphic Artist
Chris Ryall, Chief Creative Officer/Editor-in-Chief
Matthew Ruzicka, CPA, Chief Financial Officer
Alan Payne, VP of Sales
Dirk Wood, VP of Marketing
Lorelei Bunjes, VP of Digital Services

Become our fan on Facebook **facebook.com/idwpublishing**
Follow us on Twitter **@idwpublishing**
Check us out on YouTube **youtube.com/idwpublishing**
**www.IDWPUBLISHING.com**



DANGER GIRL: THE CHASE #3. NOVEMBER 2013. FIRST PRINTING. Danger Girl is © 2013 J. Scott Campbell. All Rights Reserved. © 2013 Idea and Design Works, LLC. IDW Publishing, a division of Idea and Design Works, LLC. Editorial offices: 5080 Santa Fe Street, San Diego CA 92109. Any similarities to persons living or dead are purely coincidental. With the exception of artwork used for review purposes, none of the contents of this publication may be reprinted without the permission of Idea and Design Works, LLC. Printed in Korea.
IDW Publishing does not read or accept unsolicited submissions of ideas, stories, or artwork.

SHANGHAI, CHINA.

UP THERE, SONYA! IT'S ABBEY!

WE'VE GOTTA CATCH HER!

I'M TRYING, VALERIE!

SO GET YOUR HANDS—

—OFF THE WHEEL!

SKREEE

SLAMMED

HOLY SMOKES!

DID THAT REALLY JUST HAPPEN?!

THE BRIEFCASE!

WHOA—TAKE A MINUTE TO BREATHE, ABBEY! YOU'RE HURT. SLOW DOWN!

WE CAN'T, VALERIE—WE HAVE TO FIND THAT BRIEFCASE!

IT COULD DESTROY THE ENTIRE CITY...

"...AND KILBOURNE IS GETTING AWAY WITH IT!"

SHE'S STILL ON THAT TRUCK, SONYA!

AND SO IS MY SISTER...

KRAK

YOU OKAY, ABBEY? BECAUSE I COULD USE YOUR HELP OVER HERE!

WE'RE STUCK, SYDNEY! WE CAN'T GET CLOSE ENOUGH TO CROSS OVER!

TRY SENDING THE LADDER!

ON ITS WAY!

ROTATE

CHAK

KWAMM

GOT IT!

SORT OF...

...ALMOST...

CRAP!

ABBEY! SHE'S COMING FOR YOU!

LOOK OUT!

SKRSSSH

FAAK

DOWN

LEVER DIRECTION

KLAK KLAK KLAK KLAK

BOOM

SWOOOSH

THIS IS GONNA HUUURT!

RRRRR

ABBEY? ARE YOU UP THERE?

ARE YOU OKAY, ABBEY?

WHERE IS THE *BRIEFCASE?*

YOU *SEE IT,* CHASE—THE CASE IS *DESTABILIZING.* IT COULD *DESTROY EVERYTHING.* AND THERE'S NO WAY FOR YOU TO *FIX IT.*

DON'T YOU *DARE* TRY TO *RUN OFF WITH IT!*

SKRT SKRT

THERE'S NOWHERE LEFT TO RUN, ABBEY! JUST BRING ME THE CASE AND WE CAN BOTH WALK AWAY FROM THIS!

SKRAK

YOU CAN'T JUMP! DON'T EVEN THINK ABOUT IT!

IT'S SUICIDE!

KRUNNF

DEUCE, VAL...

I'M *SPENT*... GOING OFF THE GRID FOR A WHILE...

...I HAVE THE BRIEFCASE.

THE DANGER YACHT.

YOUR AGENT HAS GONE ROGUE, DEUCE. SHE'S *RISKING EVERYTHING.*

ABBEY HAS RECOVERED THE BRIEFCASE. SHE'S TAKING IT TO A *SECURE LOCATION.* WHAT MORE DO YOU WANT, VERONICA?

THAT CASE IS A *TICKING TIME BOMB.* SHE NEEDS TO BRING IT *HERE,* TO *ME.*

*MY* PEOPLE ARE EQUIPPED TO *NEUTRALIZE THE DEVICE.* WHILE *YOUR* PEOPLE, WELL...

...ONE TURNS OUT TO BE A *DOUBLE AGENT,* NOW *DEAD.* THE OTHERS ARE *RECKLESS, INSUBORDINATE—*

—AND IT'S THIS CONSTANT *GRUDGE* YOU HOLD AGAINST OUR TEAM THAT KEEPS ABBEY FROM *TRUSTING YOU.*

SHE DOESN'T TRUST ME, BUT SHE'LL TURN IT OVER TO *YOU*?! OF ALL THE PEOPLE KEEPING *SECRETS* FROM HER, DEUCE...

I'LL CALL ON YOUR TEAM TO ARRIVE AT *MY COORDINATES*, UNDER *MY TERMS*, ONLY WHEN *MY PEOPLE* ARE *SAFE*.

I CAN'T ALLOW YOU TO LEAVE, SIR. NOT WITHOUT PROPER CLEARANCE.

YOU'RE ABOUT TO *GET* PROPER CLEARANCE, SON...

WE NEED TO TALK THIS OVER, DEUCE. I NEED TO MAKE SOME PHONE CALLS—

WHAT YOU NEED TO DO, VERONICA, IS FETCH AN *ICE PACK* FOR YOUR *SECURITY CHIEF*.

*I'M* HER SECURITY CHIEF. WHY WOULD I NEED AN ICE—

KRAACH

KAAM

I'M BORROWING YOUR HELICOPTER, VERONICA.

AND I'M *SMOKING* IN IT.

THIS ISN'T TWENTY YEARS AGO, DEUCE! YOU NO LONGER HAVE CARTE BLANCHE TO DO WHATEVER YOU WANT!

THERE'S GOING TO BE *CONSEQUENCES* FOR YOUR ACTIONS!

DO YOU HEAR ME, DEUCE?! *CONSEQUENCES!*

ABBEY? ARE YOU STILL WITH US?

332771

I'M HERE, VALERIE. *RIDING THE TRAIN.*

INSIDE OR OUT?

I'M INSIDE THE SERVICE CAR, HEADING FOR THE PASSENGER CARS.

THE BRIEFCASE IS IN BAD SHAPE.

FIND SOMEPLACE TO HIDE, ABBEY. WE'RE GONNA NEED SOME *ALONE TIME.*

COPY THAT.

AND WHATEVER YOU DO, DON'T LET THAT CASE OUT OF YOUR SIGHT!

DON'T WORRY, VAL...

...NO ONE'S PUTTING A HAND ON THIS CASE.

WHO ARE YOU?!

I... WORK HERE!

I WAS OFFERING TO STOW... YOUR BAG!

DO YOU EVEN... HAVE... A TICKET?

YONO

ABBEY? ARE YOU BUSTED? DID SOMEONE FIND YOU?

TRAIN CONDUCTOR, BUT IT'S FINE NOW—EVERYTHING'S QUIET.

DID YOU HAVE TO, UM... SILENCE HER?

ROCK

I USED A NERVE PINCH. SHE'LL SLEEP IT OFF.

LUCKY FOR US SHE HELD ALL THE KEYS...

...AND I'VE FOUND A PLACE TO HIDE.

VACANT

CLICK

THIS CASE HAS REALLY TAKEN A BEATING, VAL. IT'S SMOLDERING... *LEAKING FLUID.*

WHAT KIND OF FLUID?

THE KIND THAT DEFIES GRAVITY?

THERE'S A RED DIAL INSIDE THE MAIN PANEL, ABBEY. TRY TURNING IT TO THE LEFT.

THAT *MIGHT* SEAL OFF THE LEAK AND KEEP ANYTHING ELSE *WEIRD* FROM HAPPENING.

TURNING IT...

TURNING IT...

...AND?

...AND THINGS ARE ONLY GETTING *WEIRDER.*

I'M DONE WITH THE DIAGNOSTICS, VAL—*I'VE HAD IT WITH THIS THING.*

AND I'M DONE WITH THE SECRETS AND SPY GAMES, DEUCE. THIS THING HAS ABSORBED GRAVITY, CREATED A FREAK STORM, AND NOW... IT'S SCREWING AROUND WITH MY BODY?! WITH *MY OWN EXISTENCE*?!

*WHAT'S IN THE CASE?!*

HE'S NOT GONNA TELL US, ABBEY. JUST SIT TIGHT UNTIL WE REACH YOU.

AND *DON'T TOUCH ANYTHING.*

DON'T WORRY, VAL—I'M NOT TOUCHING THE DAMN CASE.

*EVER. AGAIN.*

SO IF DEUCE WANTS IT SO BAD, YOU CAN SEND *HIM* DOWN TO GRAB IT.

WE'RE STILL TEN MINUTES OUT, ABBEY...

TEN MINUTES? WELL, IF IT'S NOT YOU OUT THERE...

THEN WHO...?

I WANT THAT ENTIRE TRAIN SCANNED FOR ABBEY CHASE.

FIND HER.

SCANNING...

CAR EIGHT... CAR NINE...

I'VE GOT HER. SHE'S DOWN IN THE SERVICE CAR.

SHE STILL HAS THE BRIEFCASE.

SO WHAT NOW? DO WE BLOW IT OFF THE TRACKS?

NO, WE CAN'T RISK DAMAGING THE BRIEFCASE. WE'LL NEED TO RETRIEVE IT BY HAND.

THAT TRAIN IS FULL OF PEOPLE. COPS, SECURITY... THERE MIGHT BE SOME *HEROES* ON BOARD.

THEY WON'T BE A PROBLEM...

"...IT'S TIME FOR THEIR *NAP.*"

FAMMP

FAMMP

FAMMP

FAMMP

FAMMP

KRSCH

KRSCH

KRSCHSCHSCHSCH

DEUCE! VAL!

THE TRAIN IS UNDER ATTACK!

THEY'RE USING SOME KIND OF KNOCKOUT GAS!

GET OUT FROM UNDER THE GAS, ABBEY!

THE TRAIN'S SPEEDING UP, VAL!

THE ENGINEER MUST BE DOWN!

YOU'LL NEED TO RUN OVER TO THE CAB AND TAKE CONTROL OF THAT TRAIN!

YOU'RE NOT GOING *ANYWHERE*, ABBEY...

THIS IS WHERE THE CHASE FINALLY ENDS.

ALONG WITH YOU!

TO BE CONCLUDED!

IDW

#4 • REG CVR

HARTNELL
TOLIBAO
FAJARDO

# Danger

# THE CHASE

## HARTNELL AND TOLIBAO

PANOSIAN

written by **Andy Hartnell**

Art by **Harvey Tolibao**

Colors by **Romulo Fajardo**

Letters by **Neil Uyetake**

Edited by **Scott Dunbier**

*The story so far...*

*The non-stop action continues as Abbey and her companions fight their way through obstacle after obstacle, on land, sea and air, to reclaim an object of immense power and incredible danger. And, as the action escalates, and tensions reach a boiling point, Abbey can only focus on one thing–WHAT'S IN THE CASE?!*

***Danger Girl created by J. Scott Campbell & Andy Hartnell.***


IDW founded by Ted Adams, Alex Garner, Kris Oprisko, and Robbie Robbins

IDW

Ted Adams, CEO & Publisher
Greg Goldstein, President & COO
Robbie Robbins, EVP/Sr. Graphic Artist
Chris Ryall, Chief Creative Officer/Editor-in-Chief
Matthew Ruzicka, CPA, Chief Financial Officer
Alan Payne, VP of Sales
Dirk Wood, VP of Marketing
Lorelei Bunjes, VP of Digital Services

Become our fan on Facebook **facebook.com/idwpublishing**
Follow us on Twitter **@idwpublishing**
Check us out on YouTube **youtube.com/idwpublishing**
**www.IDWPUBLISHING.com**



DANGER GIRL: THE CHASE #4. DECEMBER 2013. FIRST PRINTING. Danger Girl is © 2013 J. Scott Campbell. All Rights Reserved. © 2013 Idea and Design Works, LLC. IDW Publishing, a division of Idea and Design Works, LLC. Editorial offices: 5080 Santa Fe Street, San Diego CA 92109. Any similarities to persons living or dead are purely coincidental. With the exception of artwork used for review purposes, none of the contents of this publication may be reprinted without the permission of Idea and Design Works, LLC. Printed in Korea.
IDW Publishing does not read or accept unsolicited submissions of ideas, stories, or artwork.

HONG KONG.

THIS BRIEFCASE—IT COULD DESTROY THE ENTIRE CITY.

THAT'S THE IDEA, ABBEY.

NOW HAND IT OVER!

SO, EVEN IF WE *CATCH UP TO ABBEY*...

...EVEN IF WE *STOP THE BAD GUYS* AND WALK AWAY WITH THAT CRAZY *BRIEFCASE*...

...THAT CASE IS LIKE A TICKING TIME BOMB, RIGHT?

PRETTY MUCH.

SO HOW ARE WE SUPPOSED TO *DISARM* THE DAMN THING?

WE'RE PUTTING OUR TRUST IN *VALERIE*. SHE'S ALREADY DEACTIVATED IT ONCE.

SHE GOT LUCKY, DEUCE. AND ALL THAT REALLY DID WAS BUY US SOME TIME.

JUST TELL US WHAT'S *INSIDE* THE BRIEFCASE. IT MAY BE OUR ONLY SHOT AT DEACTIVATING IT *FOR GOOD*.

THERE IS NO DEACTIVATING IT "FOR GOOD," SYDNEY.

THE BEST WE CAN DO IS KEEP ITS POWER *CONTAINED*.

I DON'T WANT TO KILL YOU, ABBEY. *NOT YET.*

NOT UNTIL AFTER YOU SEE WHAT I DO WITH THAT CASE!

I KNOW WHO YOU ARE, *ASIA.* AND I KNOW WHY YOU'RE DOING THIS—

"—*NATALIA KASSLE.*

"SHE WAS AN *AGENT OF THE HAMMER.* SHE *DECLARED WAR ON US.* AND NOW THAT SHE'S DEAD, YOU'RE TRYING TO *FINISH THAT WAR.*"

"TRYING?" I'VE ALREADY *SUCCEEDED,* ABBEY...

NOT YET. AND YOU *WON'T.* BECAUSE YOU'RE MAKING THE *SAME MISTAKE SHE DID.*

THE HAMMER UNDERESTIMATED THE *STRANGE POWER* THEY WERE MEDDLING WITH. AND IT WAS THAT SAME POWER THAT *DESTROYED THEM.*

*THE HAMMER NO LONGER EXISTS,* ASIA.

SO THERE'S *NO POINT* IN MAKING THAT MISTAKE *AGAIN!*

*THIS NEEDS TO STOP!*

DO YOU HEAR ME?! STOP!

IS ABBEY TALKING TO *US*? DOES SHE WANT US TO *STOP THE TRAIN?*

CAN WE EVEN DO THAT?

ALREADY DONE.

DOOT

SKREEEE

WE'RE GONNA RAM THE TRAIN!

PULL UP! PULL UP! PU—

# KA-BOOM

HOLY—

CHOK-
CHOK-
CHOK-

WELL, THAT'S *ONE* DOWN...

AND THE *SECOND ONE* IS GOING AFTER *ABBEY!*

DEUCE? SOME COVER FIRE?!

FRRK FRRK

SECURING THE TARGET...

SKAK

SKAK

GZZZK

VNGG

WP

SKREEE SKREE SKREEE

!

FABOOM

THAT'S TWO DOWN...

VALERIE! I NEED YOU DOWN HERE!

NOW!

WE'RE RUNNING OUT OF TIME!

03

WE'RE TRYING TO LAND, ABBEY. BUT THAT THIRD GUNSHIP IS ON OUR TAIL! WE CAN'T—

GET DOWN!

VRAKAKAKAK

SKKNG

VNNG

SKSSH

THAT'S ENOUGH *RUNNING* FOR TODAY, ABBEY...

THE CHASE IS OVER.

YOUR FRIENDS ARE FINISHED...

...AND YOU'VE FINALLY *RUN OUT OF TIME!*

SKREEEE

KNOOOM

UGGH! HOW DID THIS...?

WHY IS THE CASE SO HEAVY?!

THIS IS HOW IT ALL *BEGINS*, ABBEY.

HOW *WHAT* BEGINS?!

THE END.

OF EVERYTHING.

THIS ENERGY... ANTI-MATTER... OR WHATEVER IT IS—

IT'S TEARING EVERYTHING APART! AND THE EFFECT... IT'S ONLY GETTING BIGGER! STRONGER!

TELL ME HOW TO SHUT IT OFF!

LET GO OF THE CASE, ABBEY.

I CAN'T! I THINK IT'S... I FEEL LIKE IT'S PROTECTING ME!

AND PERHAPS IT IS...

...FROM IT'S OWN DESTRUCTIVE POWER...

BUT NOT FROM ME!

DEUCE! VAL!

HOLY CRAP!

YOU'VE REALLLLY GOTTA HELP ME WITH THIS!

THIS $#!* IS GOING EVERYWHERE!

WE SEE THE BLAST, ABBEY! AND WE'RE DOING OUR BEST TO OUTRUN IT—

BUT WE'RE NOT GOING TO MAKE IT.

NO! YOU HAVE TO—

THERE'S NO TIME FOR GOODBYES, ABBEY—

—YOU JUST NEED TO LISTEN VERY CLOSELY—

—I HAVE TO TELL YOU ABOUT THE BRIEFCASE.

I ALREADY KNOW ABOUT THE BRIEFCASE, DEUCE—IT'S SOME KIND OF CONTAINMENT DEVICE!

AND I DON'T CARE WHAT'S INSIDE IT! I JUST WANNA STOP IT!

PRESSURE!

THE CASE IS PUTTING AN INCREDIBLE AMOUNT OF PRESSURE ON ITS CONTENTS. IT'S THE ONLY WAY TO RESTRAIN ITS POWER!

PRESSURE?! HOW DO I—

WHAT ABOUT WATER?! WATER PRESSURE!

WHAT IF I THROW IT INTO THE BAY—SINK IT DOWN DEEP ENOUGH—

WILL THAT WORK...?!

WILL IT WORK, DEUCE...?!

SYDNEY...?!

VAL...?!

SONYA...?!

...

SHANGHAI.

ABBEY...?

ABBEY, ARE YOU READY?

SYDNEY AND SONYA ARE READY TO DEPLOY. IT'S TIME TO *START THE MISSION.*

WE NEED TO FIND THAT BRIEFCASE.

DEUCE? ABBEY'S NOT RESPONDING. I'M WORRIED SHE MIGHT BE IN TROUBLE.

SYDNEY AND SONYA ARE HEADING OUT TO FIND HER. I'LL BE USING THE DRONE, SEARCHING THE PARADE ROUTE.

I'M SURE SHE'S FINE, VAL. SHE'S PROBABLY JUST—

ROCK

*ABBEY*?! WHAT ARE YOU DOING BACK HERE?

AND WHY ARE YOU ALL WET?

I DON'T KNOW, VAL. I MUST HAVE BLACKED OUT OR SOMETHING.

FOR HOW LONG?

I'M NOT SURE—COULDN'T HAVE BEEN FOR MORE THAN A SECOND OR TWO. BUT THE NEXT THING I KNEW—

—I WAS HOLDING *THIS*.

WELL, YOU MUST HAVE DONE SOMETHING RIGHT, ABBEY. HOW DID YOU GET THE BRIEFCASE?

IT DOESN'T EVEN MATTER RIGHT NOW, SONYA. JUST *GET US OUT OF HERE.*

I'M WATCHING THEM NOW...

...THEY'RE GETTING AWAY.

WHO HAS THE BRIEFCASE?

ABBEY CHASE.

I DON'T KNOW HOW SHE DID IT, BUT I'M GOING AFTER HER.

NO, ASIA. IT'S TOO DANGEROUS NOW.

RETURN TO THE AGENCY FOR REASSIGNMENT.

YOU'LL BE PLAYING A MUCH LARGER ROLE IN OUR NEXT COURSE OF ACTION.

THE DANGER YACHT.

WELCOME BACK, GIRLS.

THE BRIEFCASE. WAS IT DAMAGED IN ANY WAY?

DAMAGED? DO WE LOOK LIKE AMATEURS, DEUCE?

NOT EVEN A SCRATCH.

WELL DONE, ABBEY. I CAN'T IMAGINE WHAT MIGHT HAVE HAPPENED... HAD SOMETHING GONE WRONG.

AND NOTHING DID. SO NOW WHAT?

GOOD TO KNOW, DEUCE.

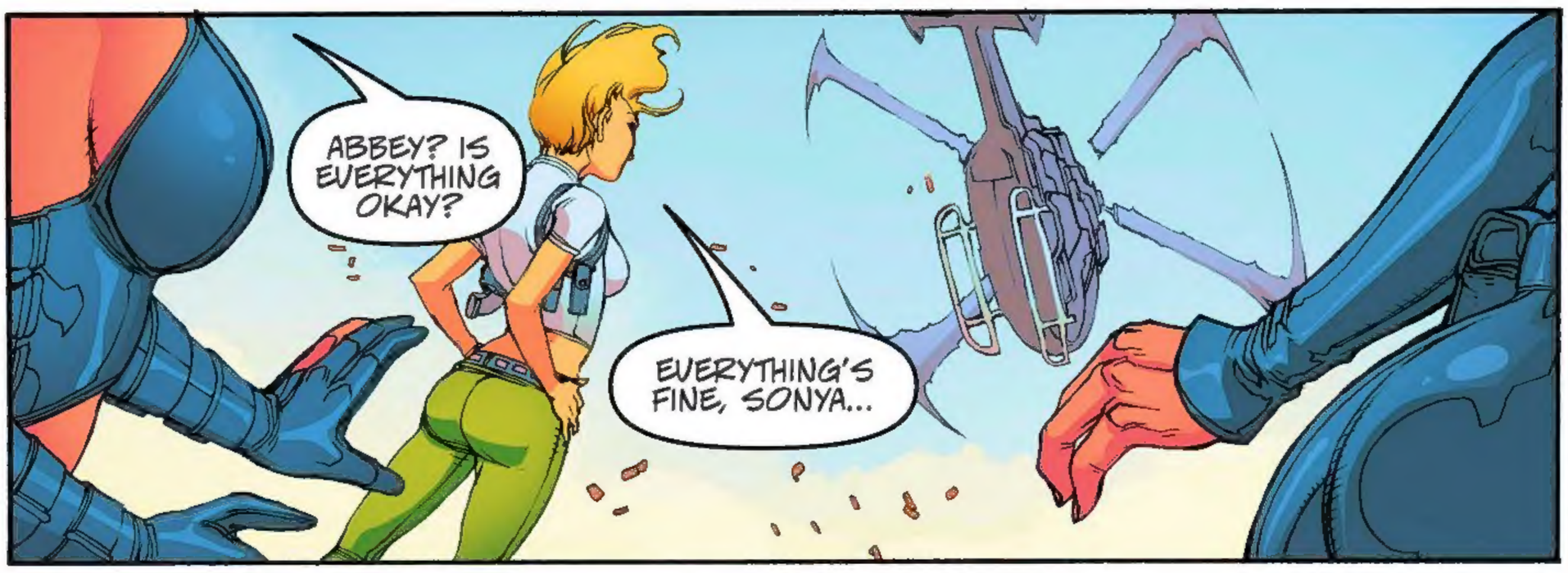
BUT ISN'T THERE SOMETHING ELSE YOU WANNA TELL ME...?

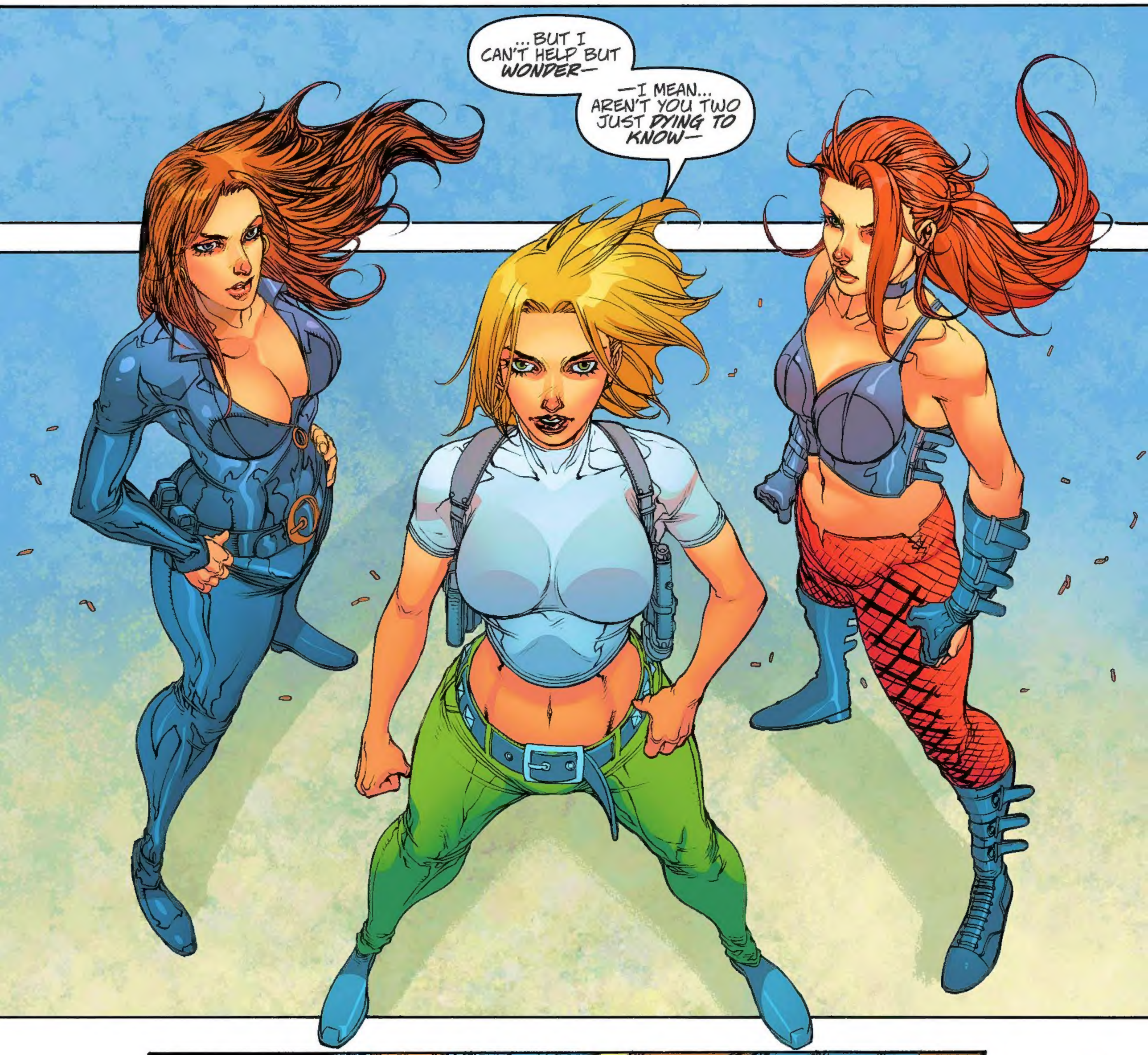
...

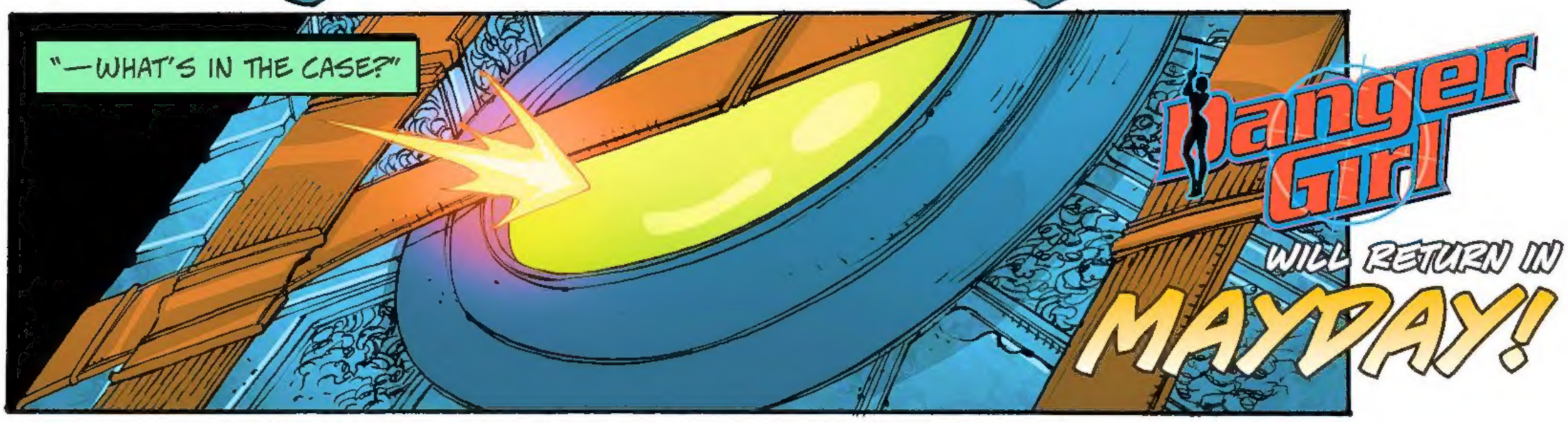
WHAT YOU'VE RECOVERED... IT WILL SAVE LIVES, ABBEY.

THE CASE GOES BACK TO WHERE IT CAME FROM—TO A CONTROLLED ENVIRONMENT WHERE IT WILL BE SAFE.

AND THAT'S ALL I'M AT LIBERTY TO SHARE.




• HARTNELL • TOLIBAO • FAJARDO •